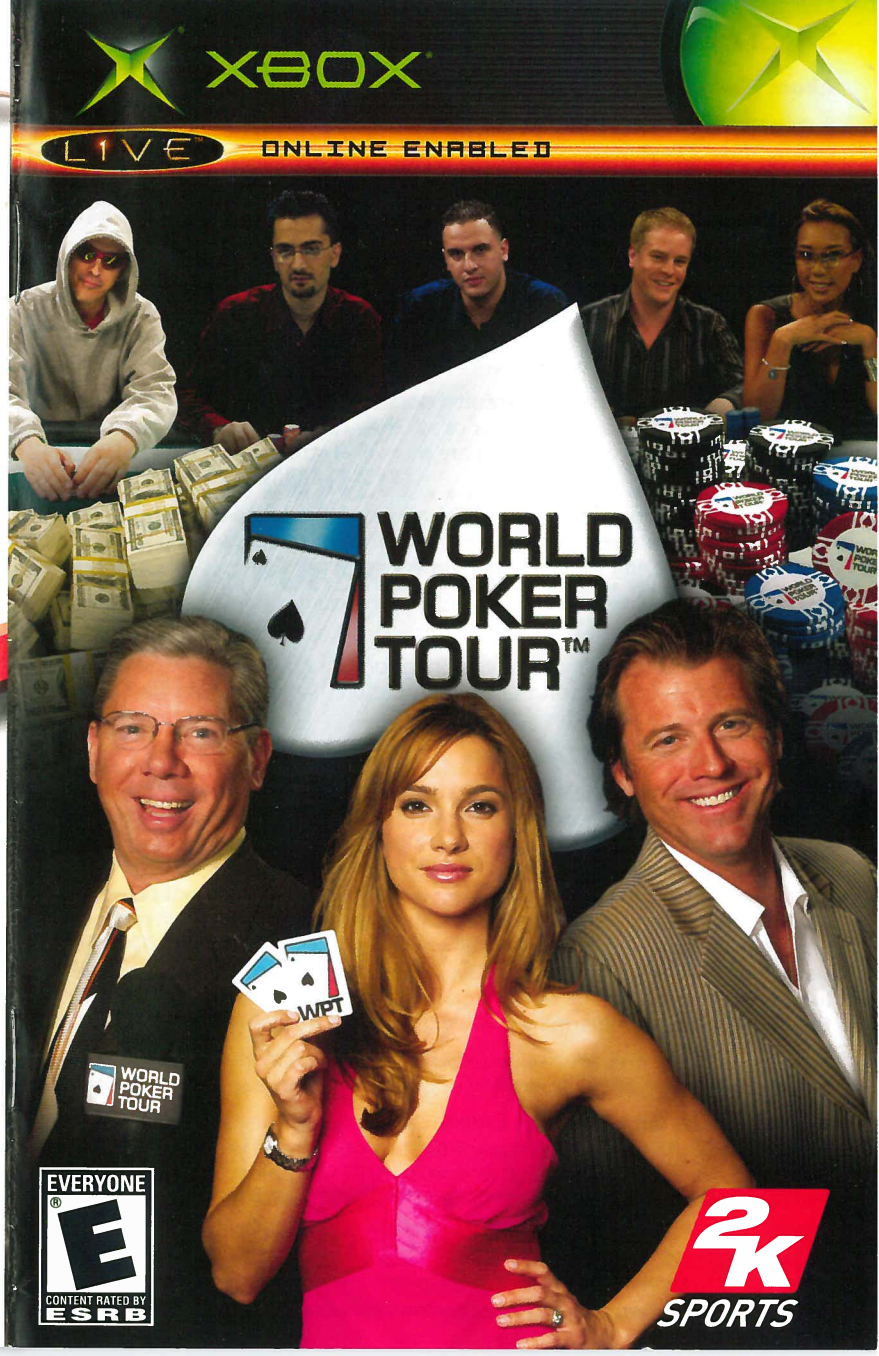
Check Out The 2K6 Lineup!

www.2Ksports.com

2K SPORTS

XBOX

LIVE ONLINE ENABLED



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.

TABLE OF CONTENTS

XBOX CONTROLLER 2

CONTROLS 3

MAIN MENU 4

POKER OVERVIEW 6

WINNING POKER HANDS 7

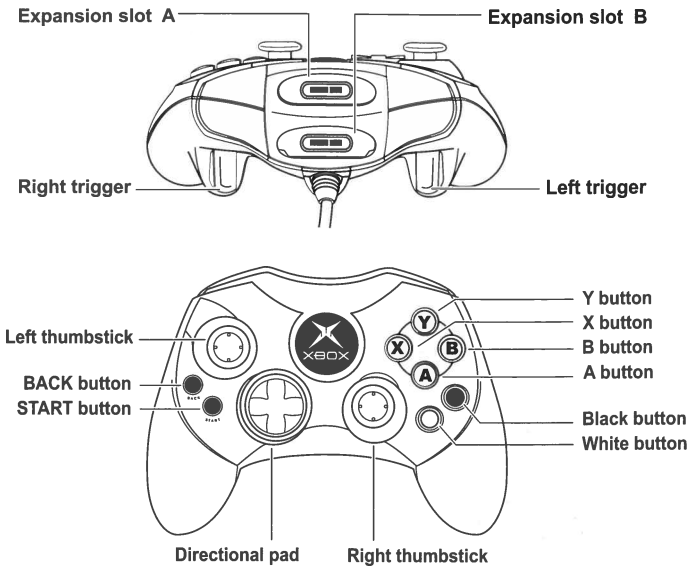
THE GAMES 8

XBOX *LIVE*® 12

MAIN MENU CONTINUED 14

CREDITS 15

XBOX CONTROLLER



CONTROLS

For well over 100 years the game of poker has been the true unsung American pastime. It is the preferred leisure time game for America and now its influence is reaching many other parts of the world. In recent years poker has become even more of an American staple as a televised spectator sport, rich with the tension and colorful players that make it as fun to watch as any professional sport.

Now, World Poker Tour® puts all of this action on your Xbox! World Poker Tour brings you right to the table to bet and bluff with the best of them. So, wipe that grin off your face, throw on those shades and let's play some poker!

Menu Controls

A button . . . . . Select Highlighted Item, Advance

B button . . . . . Back

In Game Controls

A button . . . . . Select Highlighted Option, Advance

B button . . . . . Back

directional pad . . . . . Scroll Through Game Items

X button . . . . . See hand history

Y button . . . . . Game Information Screens

START . . . . . Pause

Left Thumbstick . . . . . Control Facial Expression

click **Right Thumbstick** . Toggle Camera View (First Person or TV Camera)

2KSports Tip - Bluff Your Opponents

The pro poker players all know how to bluff when the need arises. You can move the **left thumbstick** to change you player's emotion to bluff your Xbox *Live*® opponents. You can move the **left thumbstick** in any direction to display the emotion you want. The further you move the **thumbstick** in any direction, the more intense the emotion will be.

MAIN MENU

Use this menu to choose your game type, set options or view the credits.

Play Poker

The Play Poker option allows you to participate in either a Quick Draw or WPT Season game. Either Select an existing Player or highlight an "Empty" slot and press **A** button to create a new player. See Create Player for more details.

Create Player

To create a new player, highlight an "empty" character slot and press the **A** button to start the player creation process.
When creating a new player, you can use the available sliders to customize you players Appearance, Face shape, Facial Features, Body, Tops, Bottoms, Shoes, Accessories and Personality. On the Create Player menu, move the **directional pad** UP and DOWN to highlight a feature to change. Move the **directional pad** LEFT or RIGHT to change the highlighted feature. You can also press the **X** button to randomize the features. When you are satisfied with your selections, press the **A** button to accept the changes you have made.

Select a WPT Pro

You can chose to play one as one of the WPT pros. To do so, highlight an "empty" slot on the Select a Player screen and press the **Y** button to bring up a list of WPT pros to chose from.

Edit Player

To change the appearance of a character that has already been created, go to the Player Select screen, Highlight the desired player and press the **Y** button.

Quick Draw

For a quick game of poker, use the Quick Draw selection.

Quick Draw options:

- **Game –** The game type. See Poker Games for more information.
- **Location –** The arena in which the poker game is played: Select from The Illusion, Commerce Casino, The Bicycle Casino, WPT at Sea, Aviation Club de France, The Millennium Casino, Bay 101, Foxwoods Resort Casino, Borgata and Aruba.
- **Limit –** Set the amount one can bet in a single turn: No Limit, Limit, Pot Limit, Half-Pot Limit.
- **Buy-in –** Set the buy-in for the game.
- **Number of Players –** Set the number of players for the game.
- **Opponent Skill –** Set the skill of each opponent in the game: Amateur, Professional and WPT All-Stars.
- **Blinds/Ante Levels –**The blinds increase over time. Set the amount of time before each blind increase: 5,10,15 or 20 minnutes.

WPT Season

Ever wanted to be a professional poker player? Think of the fame and money you will earn as you battle your way to the top in WPT Season mode. Start out playing local small games and earn enough money to make it to the big World Poker Tour tournaments.

- **Satellite Game –** The Satellite game is a great place to start and earn money and a chance at a free buy-in to the Super Satellite game.
- **Super Satellite Game –** If you want to break in to the tournament finale, you should use the Super Satellite. Be careful; the stakes are higher and the competition is smarter.
- **Tournament Finale –** This game is for the serious players only. With a steep buy-in and tough competition, you better get some practice under your belt before you sit at the table in the tournament finale.

Once you complete the tournament finale of your current level, you will move on to the next level of play. Work your way through amateur and professional seasons to earn entry to the Battle of Champions and a chance to become the WPT World Champion!

Achievements

While you are playing WPT under any Player Profile, you can earn trophies and Reward Chips by getting good poker hands, winning tournaments and other in game events. Your statistics, Reward Chips and trophies are recorded. Go to Achievements to view them.

Reward Chips

When you receive Reward chips, you can use them to purchase special items and clothing for your player. Use the edit player feature in the Player Select screen to adjust the appearance of your player.

See page 14 for more main menu options.

POKER OVERVIEW

Blinds

At the start of each hand two "Blind" bets are put up or "posted." The player immediately to the left of the dealer posts the small blind, which is equal to half the minimum bet. The Player to the left of the small blind posts the big blind, which is equivalent to the minimum bet for the table. No other players put in money at the start of the hand. As the dealer rotates around the table so do the blinds. Blinds are posted at the beginning to assure that at least one player on the table has an investment in each hand.

Opening Bet

After each player is dealt two cards face down, players can look at their cards and make bets or "check" based upon the strength of their hand—or you can just bluff! Checking is essentially passing on your opportunity to bet, but staying in the hand. You can only check if no one raised before you in the current betting round. Betting begins at the person to the left of the big blind and goes around till all players have had a chance to bet, raise or check.

The Flop

After the first betting round is complete, the dealer puts three cards face up in the middle of the table. These cards are called the "Flop" and are community cards to be used by all players. Another betting round begins with the player to the left of the dealer.

The Turn

Once betting has ended for the Flop, a fourth card is placed face up in the middle of the table, next to the Flop. This is called the "Turn". Betting then resumes from the player to the left of the dealer.

The River

Following the betting from the Turn, a fifth and final card is placed in the center of the table; this is called the "River". One final round of betting begins.

The Showdown

To determine the winner, each player may use any combination of the community cards on the "board" (table) with their two cards to make the best possible poker hand. In some cases the best poker hand may be the five cards on the board. In this scenario, the players will split the pot.

WINNING POKER HANDS

Name	Example	Definition
Royal Flush	A♥-K♥-Q♥-J♥-10♥	A,K,Q,J and 10 all same suit.
Straight Flush	7♣-6♣-5-♣-4-♣-3♣	Five cards in sequence and suited.
Four-of-a-Kind	J♠-J♦-J♥-J♣-6♠	Four cards of the same rank.
Full House	K♥-K♦-K♣-J♠-J♣	Three of a kind and a pair.
Flush	A♥-J♥-8♥-7♥-4♥	Five cards of the same suit.
Straight	Q♣-J♦-10♠-9♠-8♥	Five cards in sequence. (Ace can be high or low.)
Three-of-a-Kind	7♠-7♥-7♦-Q♣-2♠	Three cards of the same rank.
Two Pair	A♠-A♥-7♦-7♣-4♠	Two cards of one rank and two cards of another rank.
Pair	9♦-9♣-6♠-5♦-3♠	Two cards of the same rank.
High Card	A♠-J♥-9♦-6♣-4♠	Highest card wins.

THE GAMES

Texas Hold 'Em

Easy to learn, hard to master, Texas Hold 'Em is the classic version of Hold 'Em poker. In No Limit Texas Hold 'Em you can bet as much as you like, up to your entire stack. Each player is dealt two cards and five community cards are turned up on the board. Whoever makes the best poker hand wins. That is, unless you are bluffing!

1. Post Small and Big Blinds.
2. Deal two cards to each player, face down.
3. Begin Betting.
4. Deal the three card Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Use any combination of your cards and community cards to make the best poker hand.

Super Hold 'Em

Just like Texas Hold 'Em but you receive one extra hole card.

Five Card Draw

Five Card Draw is considered the most classic of poker games dating all the way back to the Wild West. There are no community cards. Each player is dealt a hand of five cards face down. You may discard up to three cards or four if your remaining card is an ace. The deal then draws replacement cards for you. The best hand wins.

1. Ante up.
2. Deal five cards face down.
3. Begin Betting.
4. Discard up to three cards (four with an ace.)
5. Dealer Draws to replace any discarded cards.
6. Begin the final round of betting.
7. The best hand takes the pot.

Seven-Card Stud

Seven Card Stud is considered the poker player's poker game. In this game, you are given two cards face down and one face up, which everyone can see. Next, you are dealt additional cards called "streets" until you have seven cards in your hand. Then, use your cards to make the best possible poker hand.

1. Ante up.
2. Deal two hole cards face down and one card face up.
3. Lowest card face up brings in the bet.
4. Deal one card "4th Street" face up to each player.
5. Resume betting with the highest card showing.
6. Deal one card called "5th Street" face down.
7. Resume Betting with a higher minimum bet.
8. Deal one card, "6th Street" face up to each player.
9. Deal one card face down to each player, known as the "River".
10. Use any combination of cards to make the best five-card hand.

Limit Texas Hold 'Em

This game is the same as No Limit Texas Hold 'Em except that each player is only allowed to make a bet in a set amount.

Omaha

The game of Omaha is slightly more forgiving that Texas Hold' Em. Each player is dealt four cards instead of two; each player must use two of the four "pocket" cards to make the best possible poker hand. Betting is handled the same as in Texas Hold 'Em.

1. Post Small and Big Blinds.
2. Deal four cards to each player, face down.
3. Begin betting.
4. Deal the three card Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Use any combination of two pocket cards and the community cards to make the best poker hand.

Pineapple, Crazy Pineapple and Tahoe

These games are all variations of Texas Hold 'Em; however, each player is dealt three cards instead of two. In Pineapple, you immediately discard one of your three cards. In Crazy Pineapple, each player is dealt three cards at the beginning of a hand. One of those cards is discarded after the second round of betting. In Tahoe, the player keeps all three cards but may not use all three to make the best poker hand.

Shanghai

Shanghai Poker is similar to Tahoe poker with the exception that the flop and the turn consist of two cards each. You are first dealt three hole cards, which is followed by the first round of betting. Next the Flop is dealt (two community cards) followed by the second round of betting. Then, two additional community cards are dealt (the Turn) followed by a third round of betting. Finally, the fifth and final community card is dealt and you may use zero, one or two of your hole cards to make the best poker hand in combination with the community cards.

Billabong Poker

In Billabong poker, each player is dealt three cards down and one card up. Use three or four of your hole cards along with the standard five community cards to make the best poker hand.

Hi/Lo rules

Another twist that some casinos will put on the poker game is Hi/Lo rules. While in play, each player can use exactly two of their hole cards and three community cards to make a hand with each card having a denomination below eight (ace counting as one.) If a player has such a hand, they will qualify to split the pot with the high hand winner. The player with the lowest cards in their low hand will win split the pot with the high hand winner. In the event there is a low tie, the low hand pot will be split.

WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKE

XBOX *LIVE*®

Use this Option to play an online game against real opponents.

Select a Gamer Tag to sign in to the Xbox *Live*® network.

Once signed on, you will be taken to the Select a Player screen. Choose the desired Player Profile and continue.

Take World Poker Tour® Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

Xbox *Live*® Menu

Quick Match

Select Quick Match to jump into the first open game available.

Optimatch

If you want to play a specific style game use the Optimatch screen. Use the available parameters to search for your desired game type.

Create Match

If you want to create your own WPT Xbox *Live*® game, use this option.

If you want to make your game available to friends only, do so on this screen. Press the **A** button to continue.

Online Game Rules

See the Quick Draw section for more information. Once the options are set to your preference, press **A** to advance.

Leaderboards

Use this menu to see the stats for the leading players online.

Friends List

Use this list to manage your Friends List.

Players List

View a list of players you have played online recently. You can use this list to add friends, create feedback or mute users.

Xbox *Live*® Options

Appear Online: On or Off

Appear Offline: On or Off

Main Menu

This will take you back to the main menu of the game without signing off of Xbox *Live*®

Sign-out

Sign out of Xbox *Live*®.

MAIN MENU CONTINUED

Create-a-Game

If you want to make a poker game with your own rules, use this mode to create that game.

WPT Boot Camp

If you need an overview of the rules to Texas Hold 'Em, go here to see them.

Load a Game

Load any saved game here.

Save a Game

Save your game progress to the Hard Disk using Save a Game.

Options

Use this screen to adjust the Audio, Gameplay, and view the Credits.

WPT Poker Corner™

Poker Corner is a collection of videos of the pros giving poker advice for specific situations. There's a lot of great tips so don't forget to check 'em out!

CREDITS

Coresoft Inc.

Lead Programmer
Geoff Goldberg

Programmers
Doug Kuppinger
Martin Jajam
Chris Harvey
Jeff Avella
Russell Hunter

Art Direction
Michael Woolf

Game Design
Geoff Goldberg

Artists
Mat Hale
Erik Van Pelt
Esequiel Ramon Garcia

Additional Art
Jeff Avella
Matt Roszak

Creative Director
Steven Ehrensperger

Director of Technology
Martin Jajam

President and CEO
Dave Connelly

VP of Development
Chris Harvey

Chief Financial Officer
Mary Ellen Connelly

Office Manager
Marni Falk

Sound
SoundMine
Doug Kuppinger

Reference Photography
David Minkin

Voice Credits
Mike Sexton
Vince Van Patten
Lyle Berman
Antonio "The Magician" Esfandiari
Phil "The Unabomber" Laak
Erick "E-Dog" Lindgren
Michael "The Grinder" Mizrachi
Evelyn Ng
Keven Brennan
Robin Brennan
John Hambrick
Sandra Logan
Bill McMillin
Judy Nagy
Kristin Neubauer
JD Posey

Sound Recording Studios
Digital Insight Recording Studios
Austin Soundmine
f. BOO Music

Special Thanks
Russell Hunter
Yuki Furumi
Chloe and Dylan Connelly
Tara Harvey
Alex & Danielle Goldberg
Sirima Kuppinger
Becky, Ryan, Keith, James, & Esther
Gretchen Widmer
Jennye, Ezra, and Boaz Woolf
Jim and Carole Roszak
The One They Call Girls
Liam Christian Harvey

2K Sports

Executive Producers
Scott Patterson
Greg Thomas

Project Manager
Joel Breton

Marketing Manager
Mike Rhinehart

Lead Tester
Jef Holton

Assistant Lead Tester
Thom Moyles

Senior Lead Tester
Marion Dreo

Mastering/Release Specialist
Jason Bakke

Manual Writer
Tim Collins

Network Lead
Jerson Sapida

Marketing/Public Relations
Matt Atwood
J. Mateo Baker
Anthony Chau
Shelby Cox
David DePaulis
Nikki Flynn
Ryan Hunt
Rustin Lee
Moni Orife
Tim Rosa
Christian Scatena
Rich Saroyan
Erik Whiteford

Director of Quality Assurance
Chien Yu

Quality Assurance Manager
Robert Nelson

Quality Assurance Supervisor
John Crysdale

Standards Lead
Evan Boehler

Standards Senior Tester
Dustin Wright

Standards Testers
Johannes Robbins
Gil Espanto
Tarek Nijmeh

Test Plan Writers
James Miller
Jef Holton

Quality Assurance Testers
Ryan Medina
Wayne Gin
Adam Ausiello
Mark Sardina
Chris Weber
Robert Zavalla
Ryan Lim
Owen Christy
Sean Simon
Nick Nguyen

QA Tech
Rhianna Kellom
Adam Fair
Jose Gutierrez
Alex Snell

AI Tuning and Balancing
Owen Christy
Wayne Gin
Jef Holton
Ryan Lim

Special Thanks
Richard Yee
Asif Chaudhri
Nelson Wang
Alexa Breton
Geoff Myers
Desha Chanhdara
Quinn Kaneko
Chris Darroca
Collin Fogel
Richard Horne
Sharon Hunter
Jesse Rademacher
Kevin Clement
Braeden Breton
Steve Glickstein

Localization of Manual & Package Graphic Design
Vicki Morawietz of VAM Design

World Poker Tour Credits

Creator of World Poker Tour
Steve Lipscomb

Vice President, Global Consumer Products
Andrea Green

Manager, Global Consumer Products
Melissa Feldman

General Counsel
Adam Pliska

Legal Counsel
Allison Hushek

Cover Art Designer
Elaine Chernov

BRANDGENUITY

Managing Director
Jay Asher

Managing Director
Adina Avery-Grossman

Managing Director
Louis Drogin

Managing Director
Andrew Topkins

Licensing Manager
Cara Lustik

Special Thanks
Brian Balsbaugh
Mike Sexton
Vince Van Patten
Mimi Rogers
Lyle Berman
Phil Laak
Erick Lindgren
Antonio Esfandiari
Evelyn Ng
Michael Mizrachi
Bay 101
Foxwood Resort Casino
Borgata Hotel Casino & Spa
The Millennium Casino
The Illusion Casino
Commerce Casino
Aviation Club de France
Bicycle Casino

NOTES

NOTES

NOTES

WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR® WPT WORLD POKER TOUR®

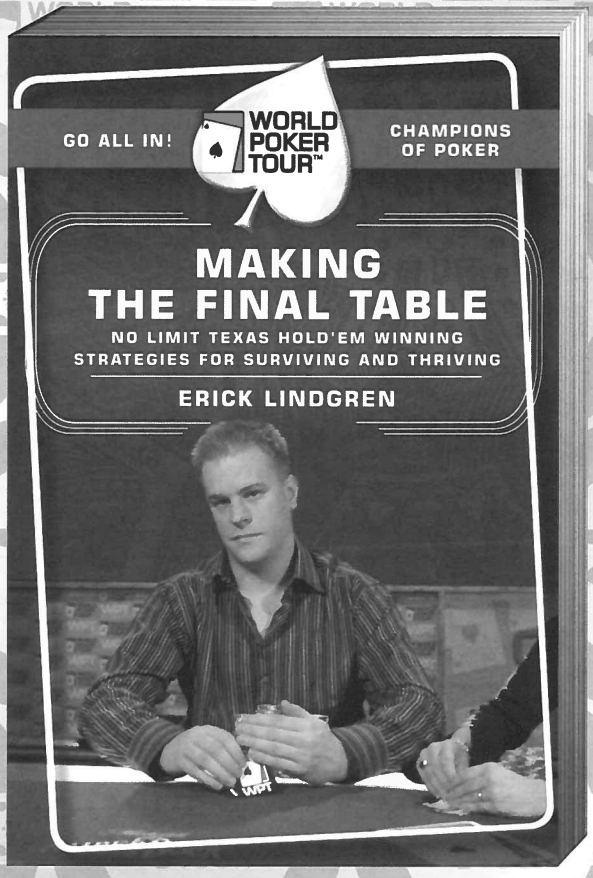
Register at www.2Ksports.com

Receive:

- Email news
- Exclusive information
- Special offers from 2K Sports

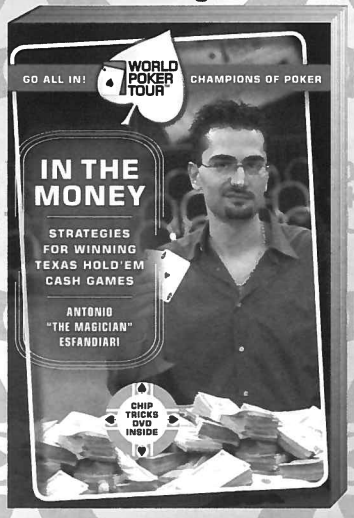
2K SPORTS

You've played the game,



now learn how to cash in!

♠ Coming Soon



♣ Available Now

© 2005 WPT Enterprises, Inc. All rights reserved. Bee Royal Face Card Designs used on background are trademarks of The United States Playing Card Company. All rights reserved.

Collins
An Imprint of HarperCollins*Publishers*
www.harpercollins.com

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K SPORTS. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to $100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS
You agree not to:

(a) Commercially exploit the Software;

(b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;

(c) Make copies of the Software or any part thereof;

(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;

(e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);

(f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to makethe Software available for commercial use;.

(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;

(h) Remove or modify any proprietary notices or labels contained on or within the Software; and

(i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES.
The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

(a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;

(b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;

(c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;

(d) Customized Game Materials shall not contain modifications to any other executable files;

(e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.

(f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and

(g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Date and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the sate and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K SPORTS, 575 BROADWAY, NEW YORK, NY 10012.

OBTAINING TECHNICAL SUPPORT/SERVICE

To receive additional support, including troubleshooting assistance, please contact:

- web site http://2Ksports.com/
- e-mail . . . . . customerservice@2Ksports.com
- telephone 1-415-507-7750

©2005 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. WPT Enterprises, Inc. is a publicly traded company on Nasdaq under the symbol "WPTE" and is a majority owned subsidiary of Lakes Entertainment, Inc., traded on Nasdaq under the symbol "LACO". WPT Enterprises, Inc. All Rights Reserved.

World Poker Tour & Spade Card Design are trademarks of WPT Enterprises, Inc. © 2005 WPT Enterprises, Inc. All Rights Reserve. All photographic images contained herein are property of WPT Enterprises, Inc. and used with permission herein. © 2005 WPT Enterprises, Inc. All Rights Reserved. Bee Royal Face Card Designs used are ©2005 The United States Playing Card Company. All Rights Reserved.

©2003 RenderWare is a registered trademark of Criterion Software Limited. Portions of this software are Copyright 1998-2005 Criterion Software Limited and its Licensor.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.